[0057] Turning now to **FIG. 4**, an example of the secondary display **73** is shown. Specifically, **FIG. 4** is an electromechanical display mechanism **128** which may operate in conjunction with the light valve **71**, and the controller **100** to reveal one of a plurality of bonus awards. The secondary display **73** may include two rollers **130** and **132**. At least one roller **132** may be operatively coupled to a motor **134** and a bearing **136**, which may be fixed to the gaming unit **20**. The motor **134** may rotate the roller **132** clockwise or counterclockwise as determined by the controller **100**. The motor **134** may be a stepper motor having a drive (not shown) and programmable indexer (not shown), as are well known in the art, to enable the motor to precisely turn roller **132** and position a belt **138**. The second roller **130** may be a follower roller and may be operatively coupled to two bearings **136** which may be fixed to the gaming unit **20**. The follower roller **130** may be driven by the belt **138** which may be in tension with the roller **130** and **132** such that the belt **138** does not slip along the rollers **130** and **132**. The rotation of the motor **134** may drive the roller **138** which in turn may move the belt **138** and rotate the follower roller **130**.

[0058] The belt **138** may display a plurality of awards, such as the AWARD #3, AWARD #4, and AWARD #5 illustrated by **FIG. 4**. The belt **138** may display any award indicia designed by the game designer, including numerical values, an image is conjunction with a value and a character in conjunction with a value. Moreover, the display may include one or more images and/or characters. The motor **134** may be programmed to rotate the belt **138** in any direction, using variable positions, velocities, and accelerations to stop at any time and display any desired award.

Overall Operation of Gaming Unit

[0059] One manner in which one or more of the gaming units **20** (and one or more of the gaming units **30**) may operate is described below in connection with a number of flowcharts which represent a number of portions or routines of one or more computer programs, which may be stored in one or more of the memories of the controller **100**. The computer program(s) or portions thereof may be stored remotely, outside of the gaming unit **20**, and may control the operation of the gaming unit **20** from a remote location. Such remote control may be facilitated with the use of a wireless connection, or by an Internet interface that connects the gaming unit **20** with a remote computer (such as one of the network computers **22, 32**) having a memory in which the computer program portions are stored. The computer program portions may be written in any high level language such as C, C++, C#, Java or the like or any low-level assembly or machine language. By storing the computer program portions therein, various portions of the memories **102, 106** are physically and/or structurally configured in accordance with computer program instructions.

[0060] **FIG. 5** is a flowchart of a main operating routine **200** that may be stored in the memory of the controller **100**. Referring to **FIG. 5**, the main routine **200** may begin operation at block **202** during which an attraction sequence may be performed in an attempt to induce a potential player in a casino to play the gaming unit **20**. The attraction sequence may be performed by displaying one or more video images on the display unit **70** and/or causing one or more sound segments, such as voice or music, to be generated via the speakers **62**. The attraction sequence may

include a scrolling list of games that may be played on the gaming unit **20** and/or video images of various games being played, such as video poker, video blackjack, video slots, video keno, video bingo, etc.

[0061] During performance of the attraction sequence, if a potential player makes any input to the gaming unit **20** as determined at block **204**, the attraction sequence may be terminated and a game-selection display may be generated on the display unit **70** at block **206** to allow the player to select a game available on the gaming unit **20**. The gaming unit **20** may detect an input at block **204** in various ways. For example, the gaming unit **20** could detect if the player presses any button on the gaming unit **20**; the gaming unit **20** could determine if the player deposited one or more coins into the gaming unit **20**; the gaming unit **20** could determine if player deposited paper currency into the gaming unit; etc.

[0062] The game-selection display generated at block **206** may include, for example, a list of video games that may be played on the gaming unit **20** and/or a visual message to prompt the player to deposit value into the gaming unit **20**. While the game-selection display is generated, the gaming unit **20** may wait for the player to make a game selection. Upon selection of one of the games by the player as determined at block **208**, the controller **100** may cause one of a number of game routines to be performed to allow the selected game to be played. For example, the game routines could include a video poker routine **210**, a video blackjack routine **220**, a slots routine **230**, a video keno routine **240**, and a video bingo routine **250**. At block **208**, if no game selection is made within a given period of time, the operation may branch back to block **202**.

[0063] After one of the routines **210, 220, 230, 240, 250** has been performed to allow the player to play one of the games, block **260** may be utilized to determine whether the player wishes to terminate play on the gaming unit **20** or to select another game. If the player wishes to stop playing the gaming unit **20**, which wish may be expressed, for example, by selecting a "Cash Out" button, the controller **100** may dispense value to the player at block **262** based on the outcome of the game(s) played by the player. The operation may then return to block **202**. If the player did not wish to quit as determined at block **260**, the routine may return to block **208** where the game-selection display may again be generated to allow the player to select another game.

[0064] It should be noted that although five gaming routines are shown in **FIG. 5, a** different number of routines could be included to allow play of a different number of games. The gaming unit **20** may also be programmed to allow play of different games.

[0065] **FIG. 6** is a flowchart of an alternative main operating routine **300** that may be stored in the memory of the controller **100**. The main routine **300** may be utilized for gaming units **20** that are designed to allow play of only a single game or single type of game. Referring to **FIG. 6**, the main routine **300** may begin operation at block **302** during which an attraction sequence may be performed in an attempt to induce a potential player in a casino to play the gaming unit **20**. The attraction sequence may be performed by displaying one or more video images on the display unit **70** and/or causing one or more sound segments, such as voice or music, to be generated via the speakers **62**.

[0066] During performance of the attraction sequence, if a potential player makes any input to the gaming unit **20** as